03-28-1997 - 03-31-1997 BREMEN/Germany

## WELCOME TO THE SILIconvention'97!

The SILIconvention is a computerparty for all Systems where freaks from all over Europe will gather.

### WHAT DO YOU NEED?

All you need is a computer, a warm sleeping bag, multi power sockets(!) and 30 DM for entry. If you wanna save money, then reserve your coming until march 20th 1997:

transfer 20 DM to: SPARKASSE BREMEN GERMANY KONTO: 1247 0308 BLZ: 290 501 01

State your full name on the transfer form.

To get more information about the SILIconvention party check out: http://www.siliconvention.com

### **PARTYPLACE!**

The SILIconvention will be held at the "GEMEINSCHAFTSZENTRUM OBERVIELAND". In past, the ATARI FALCON SCENE met there at the FRIED BITS PARTIES (I-III). The building-complex is very comfortable.



## **COMPETITIONS?**

The main attraction will be the competitions. Anybody may perform graphics, musics or programming. The entries will be shown on two videobeamers in a big presentation hall. The best ones will be prized.

### HOW TO GET TO THE PARTY?

rinkun

by car: Drive to Bremen over the highway and exit at "Bremen - Brinkum". Then follow the signs that will show you the way to SILIconvention'97 Party. If you have trouble finding the partyplace, just call this number: (0421) 8498329.

by train: Get out at "Bremen Hbf" (main station), take the tram number 1 way "Arsten" and get out at "Kattenturm - MITTE" then follow the signs... If you arrive after 23:15 then call this number: (0421) 8498329.

by plane: When you have reached the Airport Bremen call this number: (0421) 8498329. Please tell us the number of people who arrived - thanx!

# SILIconvention'97 is supported by:

















### SILIconvention-COMPETITION-RULES:

#### **ACORN** Demo Competition

-configurations: RiscPC SA200, 16MB, 2MB VRAM, 8Bit Sound, Risc OS 3.7 Archimedes 4000, ARM 250, 4MB RAM, Risc OS 3.11 -changes of monitor frequences are not allowed. -all resolutions used in the demo must be given in an extra information file. (monitor-mode file, or handwritten) -no interaction. -demo has to start with a simple double-click and must leave to the desktop without any system crash. -maximum filesize: 8 MB -playing time: max. 15 minutes -deadline: sunday, 03-30-1997, 08:00

#### **AMIGA Demo Competition**

-configuration: Amiga 1200 Blizzard CPU 1230 50 MHz 8 MB Fast -maximum size of the demos: 8 MB -playing time: max. 15 minutes -deadline: sunday, 03-30-1997, 08:00

#### **ATARI Falcon Demo Competition**

-configuration: standard ATARI FALCON 030, 4 MB RAM, RGB -maximum size of the demos: 8 MB -playing time: max. 15 minutes -deadline: sunday, 73-30-1997, 08:00

#### **C64 Demo Competition**

-configuration: standard C64 I or II with Action Replay VI -maximum size of the demos: 2 disksides (1541) -playing time: max. 15 minutes -deadline: sunday, 03-30-1997, 08:00

#### **PC Demo Competition**

-configuration: Pentium 133, 16MB RAM, GUS or SB Pro -(minimum configuration 486 DX 4/100, 8MB RAM, GUS or SB Pro) -maximum filesize: 8 MB -playing time: max. 15 minutes -deadline: sunday, 03-30-1997, 08:00

#### ACORN 64Ktro Competition

-configurations: RiscPC \$A200, 16MB, 2MB VRAM, 8Bit Sound, Risc O\$ 3.7 Archimedes 4000, ARM 250, 4MB RAM, Risc O\$ 3.11 -changes of monitor frequences are not allowed. -all resolutions used in the intro must be given in an extra information file. (monitor-mode file, or handwritten) -an own musik module has to be included. -no interaction. -intro has to start with a simple double-click and must leave to the desktop without any system crash. -playing time: mux. 10 minutes -deadline: saturday, 03-29-1997, 08:00

#### AMIGA 40Kb Intro Competition

-configuration: Amiga 1200 Blizzard 1230, 50 MHz, 8MB Fast -one file max. 40k = 40960 bytes -playing time: max. 10 minutes -deadline: saturday, 03-29-1997, 08:00

#### ATARI Falcon 96Ktro Competition

-configuration: standard ATARI FALCON 030, 4 MB RAM, RGB -one file max. 96k = 98304 bytes -playing time: max. 10 minutes -deadline: saturday, 03-29-1997, 08:00

#### **PC 64Ktro Competition**

-configuration: Pentium 133, 16MB RAM, GUS or SB Pro -one file max. 64k = 65536 bytes -playing time: max. 10 minutes -deadline: saturday, 03-29-1997, 08:00

#### **CODING-COMPETITION**

-code the best effect in 4 kB. -all systems allowed. -maximum filesize = 4096 bytes -playing time: max. 5 minutes -deadline: sunday, 03-30-1997, 08:00

#### **GRAPHICS-COMPETITION**

-pictare should be pixeled completly. Retouching is allowed. -800x600 pixel max. -max. 24 Bit -use general filetypes. -deadline: saturday, 03-29-1997, 09:00

#### **Render Competition**

-picture should be rendered completly. Retouching is allowed. -800x600 pixel max. -use general filetypes. -max. 24 Bit. -deadline: saturday, 03-29-1997, 09:00

#### **C64 Graphics Competition**

-pictare should be pixeled completly. -pictare mast be executable. -scrolling is not allowed. -no masic. -deadline: saturday, 03-29-1997, 09:00

#### **4 Channel Protracker Competition**

-player: protracker V2.3 (Amiga) -maximum filesize 1.44 MB -playing time: max. 4 minutes -deadline: saturday, 03-29-1997, 09:00

#### **Multichannel Music Competition**

-Player: Cabic Player (PC) -maximum filesize 1.44 MB -playing time: max. 4 minutes -deadline: saturday, 03-29-1997, 09:00

#### **C64 Music Competition**

-choose between new SID and old SID. -music must be executable. -graphics and other effects are not allowed. -playing time: max. 4 minutes -deadline: saturday, 03-29-1997, 09:00

#### WILD-COMPETITION

Wild Competition description: anything that does not fit into the other categories. theme: all about computers. -playing time: max. 10 minutes -deadline: saturday, 03-29-1997, 11:00

#### FAKE DEMO-COMPETITION

Fake Demo Competition description: do the worst demo. -all systems -maximum size of the demos: 2 MB -playing time: max. 5 minutes -deadline: saturday, 03-29-1997, 11:00

#### **NETWAVE-INTERNET GAME COMPETITION**

description: code an internet game. rules: -Has to work on Netscape or Microsoft-browser. -Netwave reserve the rights of every entry. -prize: a state of the art PC-system. -deadline: sunday, 03-30-1997, 11:00

#### SUPRISE-COMPETITION

-Sarprise Competition description: sarprise, sarprise! -rales will be annoanced on the party. -deadline: sanday, 03-30-1997, 11:00

#### **GENERAL RULES:**

-No pornographic or racism contents. -we may shorten the playing time. -we reserve the rights of publishing all entries. (CD ROM)